

IN THE CLAIMS

Please amend Claims 6, 12, 13, 14, 16, 25 and 26. Please add new claims 30-44. Claims 18-22 were previously cancelled without prejudice. Pending claims 1-17 and 23-44 follow.

1. (Original) A gaming device, comprising: a scanner for scanning a bar code corresponding to a product identification; processing means for receiving the bar code from the scanner, for translating the bar code to game data and for determining whether the game data are compatible game data; and a storage medium for storing the compatible game data.
2. (Original) The gaming device of claim 1, wherein the game data comprise game character data.
3. (Original) The gaming device of claim 1, wherein the gaming device is a hand-held gaming device.
4. (Original) The gaming device of claim 1, wherein the scanner comprises a light-emitting diode.
5. (Original) The gaming device of claim 1, further comprising: a screen for displaying a menu according to signals from the processing means; and controls for making selections from the menu.
6. (Currently Amended) The gaming device of claim 1, the storage medium includes a look-up table, wherein the processing means further comprising a look-up table stored in the storage medium to which the processing means refers to the look-up table when the processing means translates ~~translating~~ the bar code to game data, and wherein the look-up table correlates a plurality of different bar codes to a plurality of different game data.
7. (Original) The gaming device of claim 1, wherein the bar code comprises a European Article Numbering code.

8. (Original) The gaming device of claim 1, wherein the bar code comprises a Universal Product Code.
9. (Original) The gaming device of claim 1, wherein the bar code comprises a Global Trade Item Number code.
10. (Original) The gaming device of claim 1, wherein the bar code comprises a Global Location Number code.
11. (Original) The gaming device of claim 1, further comprising a speaker.
12. (Currently Amended) The gaming device of claim 1, the processing means determining whether the game data are incompatible game data, the processing means determining whether a contest will be staged based on the processing means determining whether the game data are incompatible data 5, ~~wherein the processing means causes a contest to be staged on the screen when the processing means determines that the game data are incompatible game data.~~
13. (Currently Amended) The gaming device of claim 1 5, further comprising a communication port for transmitting signals between the gaming device and a second gaming device.
14. (Currently Amended) The gaming device of claim 12, wherein the processing means determines that the game data are incompatible data, the incompatible game data corresponding to an enemy game character.
15. (Original) The gaming device of claim 12, wherein the contest is a battle.
16. (Currently Amended) The gaming device of claim 15, wherein the processing means causes the a battle to be conducted according to a set of rules stored on the storage medium of the gaming device, wherein the battle is graphically displayed on the screen, wherein the battle is conducted between the compatible game data stored on the storage medium of the gaming device

and incompatible game data stored in a second storage medium associated with the second gaming device.

17. (Original) The gaming device of claim 13, wherein the communication port comprises; a first tab for fitting into a first slot of the second gaming device; a second slot for receiving second tab of the second gaming device; and a plurality of contacts for transmitting data between the gaming device and the second gaming device.

18. (Canceled).

19. (Canceled).

20. (Canceled).

21. (Canceled).

22. (Canceled).

23. (Original) A gaming device, comprising:
a case small enough to be held in a single hand of a user;
a scanner disposed on a first side of the case, the scanner comprising at least one light-emitting diode configured to read bar codes;
a controller disposed within the case, wherein said controller correlates read bar codes to one of a plurality of game data associated with a game;
a storage device within the case for storing a set of rules for the game and for storing at least a portion of said plurality of game data; and
a coupling device for coupling the gaming device with a second gaming device, the coupling device comprising a transmitter and a receiver.

24. (Original) The gaming device of claim 23, wherein the coupling device further comprises: a first tab configured to fit into a first slot of the second gaming device; and a second

slot configured to receive a second tab of the second gaming device.

25. (Currently Amended) The gaming device of claim 23, wherein the case of the gaming device comprises a logo associated with the game data, the game data being selected by the controller.

26. (Currently Amended) The gaming device of claim 23, wherein the case of the gaming device comprises a color associated with the game data, the game data being selected by the controller.

27. (Original) The gaming device of claim 23, further comprising: a screen disposed on a second side of the case for displaying a plurality of images and a plurality of menus according to signals from the controller; and a plurality of controls disposed on at least the second side of the case, at least one of the controls allowing a user to select options from a menu.

28. (Original) The gaming device of claim 23, wherein the coupling device is disposed on the first side of the case.

29. (Original) A gaming device, comprising: a scanner for scanning a product identification number of a Universal Product Code, the primary meaning of the product identification number being the identification of a commercial product; processing means for receiving the product identification number from the scanner, for assigning a secondary meaning to the product identification number, the secondary meaning corresponding with a monster belonging to one of a plurality of tribes and for determining whether the monster belongs to a specific tribe of said plurality of tribes, the specific tribe associated with the gaming device; a storage device within the case for storing a set of rules for the game and for storing monster data for monsters belonging to the specific tribe; and a coupling device for coupling the gaming device with a second gaming device, the coupling device comprising a transmitter, a receiver, a first tab configured to fit into a first slot of a second gaming device and a second slot configured to receive a second tab of the second gaming device.

30. (New) The gaming device of claim 1, the bar code corresponding to the product identification being a bar code that identifies a product that is unrelated to the gaming device.

31. (New) The gaming device of claim 30, the processing means translating the bar code that identifies the unrelated product to game data that is related to the gaming device.

32. (New) The gaming device of claim 30, the unrelated product being a garment, a household product or a gardening implement.

33. (New) The gaming device of claim 1, the bar code corresponding to the product identification being a bar code that identifies:
a company; and
a product that is sold by the company,
wherein the company and the product sold by the company are unrelated to the gaming device.

34. (New) The gaming device of claim 1, the bar code corresponding to the product identification being a bar code that identifies an arbitrary product that is unrelated to the gaming device.

35. (New) The gaming device of claim 23, the bar codes being bar codes that identify products that are unrelated to the gaming device.

36. (New) The gaming device of claim 35, the controller correlating the bar codes that identify the unrelated products to game data associated with the gaming device.

37. (New) The gaming device of claim 35, the unrelated product being a garment, a household product or a gardening implement.

38. (New) The gaming device of claim 23, the bar codes being bar codes that identify:

a company; and
a product that is sold by the company,
wherein the company and the product sold by the company are unrelated to the gaming device.

39. (New) The gaming device of claim 23, the bar codes being bar codes that identify arbitrary products that are unrelated to the gaming device.

40. (New) The gaming device of claim 29, the Universal Product Code identifying a product that is unrelated to the gaming device.

41. (New) The gaming device of claim 40, the processing means translating the Universal Product Code that identifies the unrelated commercial product into game data that is related to the gaming device.

42. (New) The gaming device of claim 40, the unrelated product being a garment, a household product or a gardening implement.

43. (New) The gaming device of claim 29, the Universal Product Code identifying:
a company; and
a product that is sold by the company,
wherein the company and the product sold by the company are unrelated to the gaming device.

44. (New) The gaming device of claim 29, the Universal Product Code identifying an arbitrary product that is unrelated to the gaming device.